1   CLAIM LISTING

2   1 - 24 Canceled

3

4   25.   (Previously Presented) A gaming system including:

5   (a)   a gaming machine including a game presentation arrangement capable of

6   producing a respective game presentation for any one of a number of different

7   games;

8   (b)   a player detecting arrangement separate from the gaming machine for detecting a

9   player as the player traverses a gaming facility and approaches an area of the

10   gaming facility in which the gaming machine is located;

11   (c)   a player data collection arrangement for storing player preference information for

12   the player;

13   (d)   a system configuration arrangement for producing a system configuration

14   command specifying a game presentation likely to be favored by the player based

15   on the player preference information for the detected player; and

16   (e)   a game modification controller in communication with the system configuration

17   arrangement and with the gaming machine, the game modification controller for

18   receiving the system configuration command from the system configuration

19   arrangement and for communicating presentation switching instructions to the

20   gaming machine, the presentation switching instructions causing the gaming

21   machine to switch from a first game presentation to the game presentation likely

22   to be favored by the player prior to an arrival of the player at the gaming machine.

1   26.   (Currently Amended) The gaming system of claim 25 wherein the player detecting

2   arrangement includes a player location determining arrangement for determining the

3   location of the player in [[a]] the gaming facility in which the gaming machine is located.

4

5   27.   (Previously Presented) The gaming system of claim 26 wherein the player carries an

6   identifying device and wherein the player location determining arrangement includes a

7   reading device for remotely reading identifying information from the identifying device.

8

9   28.   (Previously Presented) The gaming system of claim 26 wherein the player carries an

10   identifying device and wherein the player location determining arrangement includes a

11   receiver device for remotely receiving identifying information transmitted from the

12   identifying device.

13

14   29.   (Previously Presented) The gaming system of claim 26 wherein the player carries a

15   transponder transmitting a player identifying signal, and wherein the player location

16   determining arrangement includes a receiving arrangement for determining the location of

17   the player based upon the player identifying signal.

18

19   30.   (Previously Presented) The gaming system of claim 25 wherein the player detecting

20   arrangement detects the player by reading information associated with a player card

21   which is usable by the player in the gaming facility in which the gaming machine is

22   located.

1   31.   (Previously Presented) The gaming system of claim 25 wherein the area of the gaming

2   machine is located in a hotel room and wherein the player detecting arrangement detects

3   the player through a check-in procedure for the hotel room.

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5   32.   (Currently Amended) A gaming system including:

6   (a)   a gaming machine including a game presentation arrangement capable of

7   producing a respective game presentation for any one of a number of different

8   games, the gaming machine being located in a hotel room;

9   (b)   ~~a detecting arrangement for detecting that a person has been assigned to the hotel~~

10   ~~room in which the gaming machine is located;~~

11   ([[c]]b)a player data collection arrangement <u>for detecting that a person has been assigned</u>

12   <u>to the hotel room in which the gaming machine is located and</u> for storing player

13   preference information for the person assigned to the hotel room;

14   ([[d]]c)a system configuration arrangement for producing a system configuration

15   command based on the player preference information for the person assigned to

16   the hotel room; and

17   ([[e]]d)a game modification controller in communication with the system configuration

18   arrangement and with the gaming machine, the game modification controller for

19   responding to the system configuration command by communicating presentation

20   switching instructions to the gaming machine, the presentation switching

21   instructions causing the gaming machine to produce a game presentation specified

22   by the presentation switching instructions.

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1   33.   (Currently Amended) The gaming system of claim 32 wherein the ~~detecting~~ <u>player data</u>

2   <u>collection</u> arrangement detects that the person has been assigned to the hotel room by

3   receiving room check-in information.

4

5   34.   (Previously Presented) A method of changing a first game presentation produced by a

6   gaming machine in a gaming facility, the method including:

7   (a)   detecting a player as the player is traversing the gaming facility and is approaching

8   an area in which the gaming machine is located, the gaming machine having the

9   capability of producing a respective game presentation for any one of a number of

10   different games;

11   (b)   retrieving stored player preference information for the player;

12   (c)   producing a system configuration command based on the retrieved player

13   preference information for the player, the system configuration command

14   specifying a second game presentation different from the first game presentation;

15   (d)   communicating presentation switching instructions to the gaming machine in

16   response to the system configuration command; and

17   (e)   changing from the first game presentation at the gaming machine to the second

18   game presentation, the change being in response to the presentation switching

19   instructions and being performed prior to an arrival of the player at the gaming

20   machine.

21

1   35.   (Previously Presented) The method of claim 34 wherein the new game presentation

2   includes an attract display tailored for the respective player.

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4   36.   (Previously Presented) The method of claim 34 wherein detecting the player includes

5   receiving a transponder signal transmitted from a transponder carried by the player.

6

7   37.   (Previously Presented) The method of claim 34 wherein detecting the player includes

8   remotely reading an identification device carried by the player.

9

10 38.   (Previously Presented) The method of claim 34 wherein the gaming machine is located in

11   a hotel room and wherein detecting the player includes receiving room check-in

12   information.

13

14 39.   (Previously Presented) A method of changing a game presentation produced by a gaming

15   machine in a gaming facility, the method including:

16   (a)   detecting that a player has been assigned to a hotel room in which the gaming

17   machine is located;

18   (b)   retrieving stored player preference information for the player;

19   (c)   producing a system configuration command based on the retrieved player

20   preference information for the player, the system configuration command

21   identifying a game presentation likely to be favored by the player;

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1   (d)   communicating presentation switching instructions to the gaming machine in

2   response to the system configuration command; and

3   (e)   changing from the game presentation at the gaming machine to the game

4   presentation likely to be favored by the player, the change from the game

5   presentation being performed in response to the presentation switching

6   instructions.

7

8   40.   (Previously Presented) The method of claim 39 wherein detecting that the player has been

9   assigned to the hotel room includes receiving room check-in information.

10

11   41.   (Previously Presented) A program product for configuring a gaming machine having the

12   ability to produce a respective game presentation for a number of different games, the

13   program product being stored on a computer readable medium and including:

14   (a)   system configuration program code executable for retrieving game preference

15   information on a player that has been detected traversing a gaming facility toward

16   an area of the gaming facility in which the gaming machine is located, and for

17   producing a system configuration command specifying a game presentation likely

18   to be favored by the player based on the retrieved game preference information on

19   the player; and

20   (b)   presentation switching program code executable for responding to the system

21   configuration command by communicating presentation switching instructions to

22   the gaming machine, the presentation switching instructions being effective for

1   causing the gaming machine to switch from a first game presentation at the

2   gaming machine to the game presentation likely to be favored by the player, the

3   switch occurring prior to an arrival of the player at the gaming machine.

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5   42.   (Previously Presented) A program product for configuring a gaming machine having the

6   ability to produce a respective game presentation for a number of different games, the

7   program product being stored on a computer readable medium and including:

8   (a)   system configuration program code executable for retrieving game preference

9   information on a player that has been assigned to a hotel room in which the

10   gaming machine is located, and for producing a system configuration command

11   identifying a second game presentation based on the retrieved game preference

12   information on the player; and

13   (b)   presentation switching program code executable for responding to the system

14   configuration command by communicating presentation switching instructions to

15   the gaming machine, the presentation switching instructions being effective for

16   causing the gaming machine to switch from a first game presentation at the

17   gaming machine to the second game presentation.